

Hot Rod® Garage to Glory™

System Requirements

The following system requirements are needed to play “Hot Rod® Garage to Glory™”.

Minimum Requirements

Windows 98 SE/Me/2000/XP;
CPU with a Pentium III 866 MHz processor or faster
128 MB RAM
1 GB of free hard drive space
4x CD-ROM drive
32 MB Video card
DirectX 9.0 or later compatible sound card
DirectX 9.0 or later (DirectX 9.0 is included on CD)
LAN or Internet Connection for Multiplayer play.

Recommended Requirements

Pentium III 1 GHz or faster or 100% compatible processor
512 MB RAM
40x CD-ROM drive
64 MB Video card
Broadband Internet connection for Internet play
Logitech Wheel, joystick or other game controller

Installing Hot Rod® Garage to Glory™

To install Hot Rod: Garage to Glory, place the CD in your CD-ROM drive. The Auto-Run will bring up the installation menu and click NEXT when prompted. The game will install to its default directory of C:\Program Files\ValuSoft\Canopy Games\Hot Rod unless changed.

If the Auto-Run does not begin automatically:

1. Click on START.
2. Click on RUN.
3. Type D:\SETUP.EXE (where “D” is the letter of your CD-ROM drive) and follow the on-screen instructions.

Note: The game may require additional components to be installed in order to run the game properly. If you choose not to install these options and experience problems with game play, please install these options from the Launcher menu.

Windows® XP/2000 users should install this product under an account with Administrator rights.

Default Controls

Action	Control Key
Accelerate	W
Brake	S
Turn Left	A
Turn Right	D
Shift Up	E
Shift Down	Q
Nitro Boost	B

Skip Burn Out
Change Camera
Quick Save

Insert
F2
Control S (simultaneously at any menu screen)

Starting Hot Rod Garage to Glory

To start Hot Rod Garage to Glory click on the icon created on your desktop or click on **Start**, then select **Programs**, **Hot Rod** and then select the **Hot Rod Garage to Glory** Icon.

Main Menu

Play Game
Quick Race
Multiplayer
Options
Exit

Play Game.

The Play Game area is the single player part of the game. Before racing, there are a few tasks you need to complete. To begin, you must create a profile by clicking on **New Profile** and typing in a name on the profile screen (where the blinking cursor appears). Press the Enter key when the name has been entered. Player profiles are managed here, where they can be deleted, saved or loaded. After the profile is completed click **Load** to go to the garage.

First you will need to buy a car at the local junk yard. You have \$3,500 to spend on a car and buy parts. Here you will find eight of the 40 (randomly picked cars) for you to buy. Each car has a different cost and level of disrepair, from Junk to Damaged. Higher priced cars will be in better condition. You will not know the level of work required until the car is back at the Garage. To assess the damage, click on the three areas of the car: Body, Engine and Chassis.



The parts you can replace are broken down into the three areas: **Engine**, **Chassis**, and **Body**. The Engine only covers the internal working parts of the Engine. The Chassis is for springs, shocks, tires and other items, plus it covers exhaust and drive train parts. The Body covers the external view of the car and other items. When you click on a part, the description, durability, repair cost and worth of the selected part are listed at the bottom center of the screen. Each part has a wear rate or durability. An air filter has a durability rate of 40. So a new filter would be 40 of 40 durability, a worn out filter would be 0 of 40 and would need to be replaced.

Some parts have only 2 upgrade levels while some, like the engine block have several. Every part has at least one corresponding upgrade. When a part is close to wearing out and breaking, the part name will be listed in **red** text. Left click on the icon to see the part's durability. This will give you an idea of how long the part will last. It is recommended that you replace the part right away but if you don't have the funds you can push it all the way to the end.

Once you have pushed the part all the way to the end it breaks and when it breaks, it's going to happen during a race. You'll lose the race and also need to put down the cash to replace it.

Parts Store

The Store is where you can find all the necessary replacement and upgrade parts. Each part has different levels of upgrades. Each upgrade of the part adds to the cars level of performance. Some parts will give a small jump in performance while some parts may give your car that extra edge.

Shelf

Once you purchase parts from the Store, you will need to Install them from the Shelf. Some of the parts can be repaired, such as the Transmission. If would like to repair a part, click on the Repair button and the associated cost is deducted from your account.

Is your car hard to look at? Get it painted. Click on **Paint** and you'll see your car in a new color. Not the color you want? Click on the **Color** slider and move it to the desired color. Want to tone down the intensity? Click on the **Color Intensity** slider and adjust it to your liking. Want to darken the color? Click on the **Brightness** slider and change it to the deep dark color.

Now that you have the color you want you need to pick which paint job you want. The first is **Rattlecan**, it is the cheapest and the duller looking. Next is the **Standard**, it is the middle priced option that gives your car a shine but not a deep shine like the **Custom**. The Custom paint job is da-bomb. This gives your car the great look that will have people saying ooh and aah. Hope you have the funds to cover it because this will cost you the most.

Once the necessary repairs have been done, it's time to race. You must race in order to win money to enable you make additional repairs and to upgrade your car into a Hot Rod. First you must select a home track to start from. To select a track just place the arrow over a track location on the map. Once you decide on a track click on it. You have then selected a home track. You can move to a different track but you must first have money to cover travel expenses. The travel cost will be different for each track.

After you have selected your home track, you can select Practice, enter in to a Grudge match or enter a local Tournament.



Practice Mode.

In Practice mode, your car is the only one on the track. You can practice your reaction times and get the shifting right for the level of car. As the cars performance level increases, you will need to adjust your reaction time and shift timing, in addition to keeping the car straight.

Grudge Race.

A Grudge match is one-on-one race for a set amount of money. The Grudge race randomly creates a group of cars for you to race against. These cars will all have rumored times. These rumored times will be based upon your fastest time. There is always one car with a 23 second rumored time - no matter the level of your car. It is always the first car in the line-up.

Tournament Mode.

The Tournament is where you can race in selected time brackets. The entry fee is based upon the time bracket you enter. Faster time brackets will cost more to enter and have better pay outs. Once you have entered the Tournament, you must qualify. In order to be qualified you need to run within the time bracket you entered into. You will be disqualified and out of the tournament if the run is too fast or too slow for the bracket time or if you Red light the start. Once you have qualified, you must run 3 races to determine what place you finish at. If you run faster than the bracketed time, you automatically lose that race but are not out of the Tournament.

After picking the race opponent, the **Last Minute Tweaks** menu appears which allows you to adjust the car set-up by changing **Tire Pressure**, **Fuel Mixture** and if the car has the correct parts, the **Shock** settings. Be warned that making the adjustments will help your car go faster but it also takes it toll on your car. If you think your race is going to be close and you need that extra edge, adjust the settings. After completing the adjustments click **Race** to race.

You're ready to race: now what? Before you race, you'll need to perform a burn out and move to the line. After that is complete a starting light tree will drop down. The three yellow lights will turn in order from top to bottom. When the green lights, hit the gas and stay in your lane during the race. Try to be the first car across the finish line. The rules for the street drags are simple, don't jump the start and stay in your lane.

Here are some tips to help your performance in a race.

- When the starting light tree drops down, push on the gas but don't put the car in gear until the light turns green.
- Don't jump the start, other wise you'll be disqualified and lose the race.
- Be sure to shift the car when the tachometer hand reaches the low red RPM to get the most out of your engine.
- Stay in your lane. If you hit your opponent you will lose the race.
- If you have a boost, activate it while your car is in 3rd or 4th gear.

After the race is complete, a replay of the race is shown. To exit the replay press **Escape** on the key board. Then the race statistics screen appears with race time, money won and other statistics. If you want you can Race the same opponent again, do a New Race or exit to the Garage

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Grand Prize: Money and cover of Hot Rod Magazine

Once your car has been fully upgraded with parts and paint the car is considered "Hot Rod" quality. In order for you to get your car on the cover of Hot Rod, you must win the Hot Rod Pump Gas and Drag Events at each of the ten tracks.

Quick Race.

The **Quick Race** lets a player jump into a street race with no money on the line, and does not require parts upgrades. The computer picks two (2) random cars (one for the player to drive and one for the computer opponent) to race on a randomly selected track. The cars that are picked are neither the top of the line nor the slowest cars. The quick race is just like the single player race and all the same rules apply.

Multiplayer

To race against your friends online for game money Hot Rod Garage to Glory has a Multiplayer option where players can play against each other on a local area network (LAN) or over the internet using Game Spy as a matching service. To do this, select Multiplayer from the main menu. Multiplayer will be facilitated via GameSpy for internet play. When entering multiplayer you can either Host a game or Join a game.

There can be up to 6 players on a game at a time. Only 2 of those players can race and the other four can watch. The players can run at any of the ten tracks without costs.

Note: When a profile is affected in Multiplayer races, this adjustment in status will also be reflected in Single Player races as well.

When Hosting a game you can alert Game Spy that you have a game active. When Game Spy has been activated anybody else on the Internet using Game Spy Arcade can see your game and join in if they have purchased the Hot Rod game. If you did not alert Game Spy, a person can still join, however, they will need to know your IP address or be on a Local Area Network (LAN) hooked up to your computer.

If you want to join a game which does not use Game Spy, select Join Internet Game and enter in the IP address of the Host. If you select Join Network (LAN) Game the program will search the network for the Host when you click "get sessions". Once it has found the host, select it by clicking on it and then click Next.

After you have joined a game or someone has joined yours, the Host then determines which area you'll race in the game. At any point you can change which car you want to use. In addition, the Chat Room feature allows racers to converse with one another before and after races. When you are ready to race click Ready and the Host will then click Race.

Joining Using Game Spy® Arcade

Start Game Spy Arcade and select Hot Rod Garage to Glory from the program listings on the left side of the screen. Enter the Main Lobby and Game Spy will then check for online games. Once you have found a game to join, click on it to select it, then click the Join Game icon above the game Lobby. Hot Rod will start automatically and you'll be in the Lobby for Hot Rod. Click Ready when you are ready to Race.

There can be up to 6 players on a game at a time. Only 2 of those players can race and the other four can watch. The players can run at any of the ten tracks without costs.

Options

The Options menu allows you to make standard game adjustments to the Controller settings, Display and Sound, and also view Credits.

Game controllers.

1. If you are using a game controller it must be plugged in first. Ensure that your wheel or joystick is connected and calibrated correctly through the Windows Control Panel. To check this:

- Click on Start | Settings | Control Panel.
- Double click on Game Controllers.
- Make sure that your joystick or wheel is listed and has a status of OK. If it does not say OK, then it is not installed properly and you will need to reinstall it following the manufacturer's instructions.

2. Start Hot Rod: Garage to Glory.
3. Click on Options and then Controller Settings.
3. Select the type of controller: Keyboard, Game-pad, Wheel and Joystick.
4. Program the action with the button by double-clicking on the action. A dialog box will appear with Action listed and a dialog box with left and right arrows. Use the arrows to select the control button you wish to use for this action. Once you have selected it click on Yes.
5. Repeat the above steps until the controller has been configured.



Exit

Returns the player to their Windows® desktop.

Technical Support

Questions or problems? We're here to help

For updates, answers to frequently asked questions and 24-hour Technical Support visit our website at: www.valusoft.com,

e-mail us at: support@valusoft.com,

or write us at: ValuSoft, 711 South Pine Street, Waconia, MN 55387.

Please make sure that your e-mail security settings and SPAM software are set to allow e-mail from tech@valusoft.com.

DirectX® 9.0

During installation, you will be prompted to install DirectX®9.0. Hot Rod Garage to Glory requires DirectX 9.0 or higher. If you do not already have DirectX 9.0 or higher installed, follow the on-screen prompts to complete the DirectX installation.

We strongly recommend that you obtain the latest DirectX 9.0 compatible drivers for your video and sound cards. Using drivers designed for an older version of DirectX can have unpredictable results. Updated drivers are typically available at no charge through your hardware manufacturer's website. Popular video chipset manufacturers include ati.com, intel.com, and nvidia.com

For additional information on DirectX 9.0, please visit <http://www.microsoft.com/directx/>

Troubleshooting

Ensure that your computer meets the minimum system requirements printed on the bottom of the box.

Hot Rod Garage to Glory requires a DirectX 9.0 compatible 3D accelerator with a minimum of 16MB RAM. DirectX 9.0 is included on the Hot Rod Garage to Glory CD, but you may need to obtain the latest DirectX 9.0 compliant drivers from your

hardware manufacturer's website. A significant number of support requests are resolved simply by updating video and sound card drivers. You can balance the graphics quality of the game with the overall game performance in the Options menu. Lower resolutions and lower detail levels will run faster, higher resolutions and higher detail levels will look better. For optimal performance we recommend that you close any other applications that are running on your computer prior to playing Hot Rod Garage to Glory.